

M41 Armor

Cost	Name	END
	Tactical Dreadnought Armour (Terminator Armour)	
20	1) Plating: Armor (12 PD/12 ED) (36 Active Points); OIF (-1/2), Real Armor (-1/4)	0
7	2) Servos: +10 STR (10 Active Points); OIF (-1/2)	1
19	3) Life Support: LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	0
7	4) Commlink: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	0
5	5) IR Sensors: IR Perception (Sight Group)	0
35	6) Power Fist: EB 9d6, Double Knockback (+3/4) (79 Active Points); First 6d6 Only Cancel DEF (-1/2), OIF (-1/2), Real Weapon (-1/4)	8
	Space Marine Armour (Sealed Armour)	
15	1) Plating: Armor (9 PD/9 ED) (27 Active Points); OIF (-1/2), Real Armor (-1/4)	0
3	2) Servos: +5 STR (5 Active Points); OIF (-1/2)	1
19	3) Life Support: LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	0
7	4) Commlink: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	0
5	5) IR Sensors: IR Perception (Sight Group)	0
	Power Armour (Unsealed Armour/No Helmet)	
13	1) Plating: Armor (9 PD/9 ED) (27 Active Points); OIF (-1/2), Real Armor (-1/4), Limited Coverage (5-18) (-1/4)	0
3	2) Servos: +5 STR (5 Active Points); OIF (-1/2)	1
7	3) Commlink: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	0
	Eldar Mesh Armour	
11	1) Mesh: Armor (5 PD/5 ED), Half Mass (+1/4) (19 Active Points); OIF (-1/2), Real Armor (-1/4)	0
19	2) Life Support: LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	0
7	3) Commlink: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	0
5	4) IR Sensors: IR Perception (Sight Group)	0
	Eldar Aspect Armour	
15	1) Mesh: Armor (7 PD/7 ED), Half Mass (+1/4) (26 Active Points); OIF (-1/2), Real Armor (-1/4)	0
19	2) Life Support: LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	0
7	3) Commlink: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	0
5	4) IR Sensors: IR Perception (Sight Group)	0
	Ork Mega-Armour	
10	1) Plating: Armor (12 PD/12 ED) (36 Active Points); Double Mass (-1 1/2), OIF (-1/2), Limited Coverage (4-18) (-1/2), Real Armor (-1/4)	0
19	2) Life Support: LS (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	0
26	3) Power Claw: HKA 3d6 (3 1/2d6 w/STR) (45 Active Points); First 2d6 only Cancel DEF (-1/2), Real Weapon (-1/4)	4
30	4) Shoota: RKA 2d6, Autofire (3 shots; +1/4), Armor Piercing (+1/2) (52 Active Points); OIF (-1/2), Beam (-1/4)	5

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	Flak Armour: Armor (4 PD/4 ED) (12 Active Points); Limited Coverage (10-13) (-1/2), Real Armor (-1/4)	0
	Carapace Armour: Armor (6 PD/6 ED) (18 Active Points); Limited Coverage (10-13) (-1/2), Real Armor (-1/4)	0
	Ceramite Armour: (Total: 48 Active Cost, 30 Real Cost) Armor (6 PD/6 ED) (18 Active Points); Limited Coverage (10-13) (-1/2), Real Armor (-1/4) (Real Cost: 10) plus Energy Damage Reduction, Resistant, 50% (30 Active Points); Heat and Fire Only (-1/2) (Real Cost: 20)	0
	Reflec Armour: (Total: 48 Active Cost, 30 Real Cost) Armor (6 PD/6 ED) (18 Active Points); Limited Coverage (10-13) (-1/2), Real Armor (-1/4) (Real Cost: 10) plus Energy Damage Reduction, Resistant, 50% (30 Active Points); Lasers Only (-1/2) (Real Cost: 20)	0
	Ork Armour: Armor (3 PD/3 ED) (9 Active Points); Limited Coverage (10-13) (-1/2), Real Armor (-1/4)	0
	Ork 'Eavy Armour: Armor (7 PD/7 ED) (21 Active Points); Limited Coverage (4-6, 9-18) (-1/2), Real Armor (-1/4)	0
	Refractor Field: (Total: 23 Active Cost, 14 Real Cost) Armor (6 PD/6 ED) (18 Active Points); Not Vs Melee Attacks (-1/2), OIF (-1/2) (Real Cost: 9) plus Change Environment 1" radius, -1 to Concealment Roll (Real Cost: 5)	1
	Conversion Field: (Total: 47 Active Cost, 27 Real Cost) Armor (7 PD/7 ED) (21 Active Points); Not Vs Melee Attacks (-1/2), OIF (-1/2) (Real Cost: 10) plus Sight Group Flash 3d6, Explosion (+1/2), Nonselective Target (-1/4), Personal Immunity (+1/4), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; Shield takes more than 7 points of damage; +1/4) (26 Active Points); No Range (-1/2) (Real Cost: 17)	3
	Displacer Field: (Total: 27 Active Cost, 24 Real Cost) Danger Sense (self only, in combat, Function as a Sense) 11- (Real Cost: 17) plus Teleportation 5" (10 Active Points); Linked (Sensors; -1/2) (Real Cost: 7)	1
	Cameleoline: Invisibility to Sight Group (20 Active Points); OIF (-1/2)	2
	Cloak of St Aspira: (Total: 20 Active Cost, 16 Real Cost) Energy Damage Reduction, 25% (10 Active Points); Real Armor (-1/4) (Real Cost: 8) plus Physical Damage Reduction, 25% (10 Active Points); Real Armor (-1/4) (Real Cost: 8) [Notes: The Cloak of St Aspira is a Holy Icon.]	0
	Pentagrammic Ward: (Total: 150 Active Cost, 69 Real Cost) Negative Combat Skill Levels (-3 to opponent's DCV), Area Of Effect (2" Radius; +1) (30 Active Points); Only Vs Daemonic Opponents (-1) (Real Cost: 15) plus Negative Combat Skill Levels (-3 to opponent's OCV), Area Of Effect (2" Radius; +1) (30 Active Points); Only Vs Daemonic Opponents (-1) (Real Cost: 15) plus Negative Combat Skill Levels (-3 to opponent's OCV), Area Of Effect (2" Radius; +1) (30 Active Points); Only Vs Daemonic Opponents (-1) (Real Cost: 15) plus Negative Skill Levels (-3 with Any Skill), Area Of Effect (3" Radius; +1) (60 Active Points); Only Vs Daemonic Opponents (-1), OIF (-1/2) (Real Cost: 24)	0
	Hexagrammic Ward: (Total: 23 Active Cost, 15 Real Cost) +5 Mental Defense (7 points total) (5 Active Points); OIF (-1/2) (Real Cost: 3) plus Damage Resistance (7 Mental Def.) (3 Active Points); OIF (-1/2) (Real Cost: 2) plus Armor (5 PD/5 ED) (15 Active Points); OIF (-1/2) (Real Cost: 10)	0

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